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- [Tailor-made lock protocols and their DBMS integration](#)  
[Sebastian Bächle, Theo Härder](#)  
 March 2008 **SETMDM '08: Proceedings of the 2008 EDBT workshop on Software engineering for tailor-made data management**  
**Publisher:** ACM  
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We outline the use of fine-grained lock protocols as a concurrency control mechanism for the collaboration on XML documents and show that their tailor-made optimization towards the access model used (e.g., DOM operations) pays off. We discuss how hard-wired ...
- [The Chubby lock service for loosely-coupled distributed systems](#)  
[Mike Burrows](#)  
 November 2006 **OSDI '06: Proceedings of the 7th symposium on Operating systems design and implementation 2006**  
**Publisher:** USENIX Association  
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We describe our experiences with the Chubby lock service, which is intended to provide coarse-grained locking as well as reliable (though low-volume) storage for a loosely-coupled distributed system. Chubby provides an interface much like a distributed ...
- [Experience distributing objects in an SMMP OS](#)  
[Jonathan Appavoo, Dilma Da Silva, Orran Krieger, Marc Auslander, Michal Ostrowski, Bryan Rosenberg, Amos Waterland, Robert W. Wisniewski, Jimi Xenidis, Michael Stumm, Livio Soares](#)  
 August 2007 **Transactions on Computer Systems (TOCS)**, Volume 25 Issue 3  
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Designing and implementing system software so that it scales well on shared-memory multiprocessors (SMMPs) has proven to be surprisingly challenging. To improve scalability, most designers to date have focused on concurrency by iteratively eliminating ...


**Keywords:** Concurrency, Distribution, Locality, Scalability SMMP

5 [Scheduler-conscious synchronization](#)

 Leonidas J. Kontothanassis, Robert W. Wisniewski, Michael L. Scott

February 1997 **Transactions on Computer Systems (TOCS)**, Volume 15 Issue 1

**Publisher:** ACM  [Request Permissions](#)

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
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Efficient synchronization is important for achieving good performance in parallel programs, especially on large-scale multiprocessors. Most synchronization algorithms have been designed to run on a dedicated machine, with one application process per ...


**Keywords:** barriers, busy-waiting, kernel-user interaction, locks, mutual exclusion, preemption, scalability, scheduling, synchronization

6 [Self-tuning management of update-intensive multidimensional data in clusters of workstations](#)

 Yassil Kriakov, George Kollios, Alex Delis

June 2009 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 18 Issue 3

**Publisher:** Springer-Verlag New York, Inc.

Full text available:  Pdf (1.26 MB)


Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

**Bibliometrics:** Downloads (6 Weeks): 15, Downloads (12 Months): 35, Downloads (Overall): 35, Citation Count: 0

Contemporary applications continuously modify large volumes of multidimensional data that must be accessed efficiently and, more importantly, must be updated in a timely manner. Single-server storage approaches are insufficient when managing such volumes ...



**Keywords:** Cluster of workstations, Multi-dimensional data, Self-tuning storage

7 [Evolving a language in and for the real world: C++ 1991-2006](#)

 Bjarne Stroustrup

June 2007 **HOPL III: Proceedings of the third ACM SIGPLAN conference on History of programming languages**

**Publisher:** ACM  [Request Permissions](#)

Full text available:  Mov (60:46 MIN),  Pdf (838.10 KB)

Additional Information: [full citation](#), [appendices and supplements](#), [abstract](#), [references](#), [index terms](#)

**Bibliometrics:** Downloads (6 Weeks): 49, Downloads (12 Months): 665, Downloads (Overall): 2003, Citation Count: 0

This paper outlines the history of the C++ programming language from the early days of its ISO standardization (1991), through the 1998 ISO standard, to the later stages of the C++0x revision of that standard (2006). The emphasis is on the ideals, constraints, ...

**Keywords:** C++, ISO, STL, evolution, history, language use, libraries, multi-paradigm programming, programming language, standardization

8 [Atomicity and isolation for transactional processes](#)



[Heiko Schuidt](#), [Gustavo Alonso](#), [Gatriel Beerl](#), [Hans-Jörg Schek](#)

March 2002

**Transactions on Database Systems (TODS)** , Volume 27 Issue 1

**Publisher:** ACM [Request Permissions](#)

Full text available: [Pdf](#) (1.22 MB)

[Additional Information:](#) [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

**Bibliometrics:** Downloads (6 Weeks): 13, Downloads (12 Months): 120, Downloads (Overall): 1245, Citation Count: 19

Processes are increasingly being used to make complex application logic explicit. Programming using processes has significant advantages but it poses a difficult problem from the system point of view in that the interactions between processes cannot ...

**Keywords:** Advanced transaction models, business process management, electronic commerce, execution guarantees, locking, rocesses, semantically rich transactions, transactional workflows, unified theory of concurrency control and recovery

9 [An open architecture for next-generation telecommunication services](#)



[Gregory W. Bond](#), [Eric Cheung](#), [K. Hai Purdy](#), [Pamela Zave](#), [J. Christopher Ramming](#)

February 2004

**Transactions on Internet Technology (TOIT)** , Volume 4 Issue 1

**Publisher:** ACM [Request Permissions](#)

Full text available: [Pdf](#) (237.24 KB)

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**Bibliometrics:** Downloads (6 Weeks): 43, Downloads (12 Months): 365, Downloads (Overall): 5133, Citation Count: 7

An open (in the sense of extensible and programmable) architecture for IP telecommunications must be based on a comprehensive strategy for managing feature interaction. We describe our experience with BoxOS, an IP telecommunication platform that implements ...

**Keywords:** Component architectures, Intelligent Network architecture, Session Initiation Protocol, electronic mail, feature interaction, instant messaging, multimedia systems, network addressing, network interoperation, network optimization, network protocols, service creation

10 [A real-time Java virtual machine with applications in avionics](#)



[Austin Armbruster](#), [Jason Baker](#), [Antonio Cuneí](#), [Chapman Flack](#), [David Holmes](#), [Filipe Plizio](#), [Edward Pla](#), [Marek Prochazka](#), [Jan Vitek](#)

December 2007

**Transactions on Embedded Computing Systems (TECS)** , Volume 7 Issue 1

**Publisher:** ACM [Request Permissions](#)

Full text available: [Pdf](#) (1.16 MB)

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**Bibliometrics:** Downloads (6 Weeks): 27, Downloads (12 Months): 295, Downloads (Overall): 676, Citation Count: 3

This paper reports on our experience with the implementation of the Real-time Specification for Java on the Ovm open source Java virtual machine. We describe the architecture and main design decisions involved in implementing real-time Java on Ovm. We ...

**Keywords:** Avionics, Real-time Java, memory management, virtual machines

11 [Realistic hair simulation: animation and rendering](#)



[Florence Bertails](#), [Sunil Hadap](#), [Marie-Paule Cani](#), [Ming Lin](#), [Tae-Yong Kim](#), [Steve Marschner](#), [Kelly Ward](#), [Zoran Karalic](#), [Alessio](#)

August 2008

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**Publisher:** ACM [Request Permissions](#)

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The last five years have seen a profusion of innovative solutions to one of the most challenging tasks in character synthesis: hair simulation. This class covers both recent and novel research ideas in hair animation and rendering, and presents time ...

**12** [Queue: Volume 6 Issue 5](#)

September 2008

**Publisher:** ACMFull text available: [Digital Edition](#) , Pdf (6.07 MB)

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Additional Information: [full citation](#), [index terms](#)**Bibliometrics:** Downloads (6 Weeks): 36, Downloads (12 Months): 525, Downloads (Overall): 525, Citation Count: 0**13** [Communications of the ACM: Volume 52 Issue 7](#)

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February 2008

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March 2009

interactions

**Publisher:** ACMFull text available: [Digital Edition](#) , Pdf (17.31 MB)Additional Information: [full citation](#)**Bibliometrics:** Downloads (6 Weeks): 123, Downloads (12 Months): 682, Downloads (Overall): 682, Citation Count: 0**18** [External memory algorithms and data structures: dealing with massive data](#)

Jeffrey Scott Vitter

June 2001

**Computing Surveys (CSUR)** , Volume 33 Issue 2**Publisher:** ACM [Request Permissions](#)

Full text available: Pdf (828.46 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)**Bibliometrics:** Downloads (6 Weeks): 100, Downloads (12 Months): 959, Downloads (Overall): 6405, Citation Count: 101

Data sets in large applications are often too massive to fit completely inside the computers internal memory. The resulting input/output communication (or I/O) between fast internal memory and slower external memory (such as disks) can be a major performance ...

**Keywords:** B-tree, I/O, batched, block, disk, dynamic, extendible hashing, external memory, hierarchical memory, multidimensional access methods, multilevel memory, online, out-of-core, secondary storage, sorting

**19** [Communications of the ACM: Volume 52 Issue 10](#)

October 2009

Communications of the ACM


**Publisher:** ACMFull text available: [Digital Edition](#) , Pdf (7.38 MB)Additional Information: [full citation](#)**Bibliometrics:** Downloads (6 Weeks): 2461, Downloads (12 Months): 2461, Downloads (Overall): 2461, Citation Count: 0

**20** [An Object-Oriented Software Architecture for 3D Mixed Reality Applications](#)

[Wayne Piekarski](#), [Bruce H. Thomas](#)

October 2003 **ISMAR '03: Proceedings of the 2nd IEEE/ACM International Symposium on Mixed and Augmented Reality**

**Publisher:** IEEE Computer Society

Full text available:  Pdf (1.00 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)





**Bibliometrics:** Downloads (6 Weeks): 4, Downloads (12 Months): 51, Downloads (Overall): 78, Citation Count: 9

This paper presents a new software architecture for 3Dmixed reality applications, named Tinmith-evo5. Currently thereare a limited number of existing toolkits for the development of3D mixed reality applications, each optimised for a particularfeature ...

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